

The Sack of Prieska Scenario #3: Running the Gauntlet

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Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight™ story line. Each participant, for the cost of shipping and handling, will receive a great new LE figure representing the actual Warlord that player decided to fight for and a special enamel pin representing that player's chosen side in the campaign. There will also be exclusive LE figures for the weekly champion and sportsmanship winner! Sign up at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

The Prizes:

Champion Awards		Valor Awards	
L E			
P I N			
Redemption Awards		Redemption Awards	
L E			
	Thunder	Lord Dragoneye	



The Background :

Orc Raiders, armed with black powder weapons given to them by their Galeshi Rebel allies, invade the Atlantean country of Prieska. The Knights Immortal intervene, adding units with High Elven sorcery to the Atlanteans' Technomantic weapons in order to crush the Orc Raiders tide!



Orc Raiders

Thunder, Orc Blaster

Assigned by the leader of the Orc Raiders army, Kzar Nabar, to lead key missions in the siege and sack of Alrisar, Thunder spearheads the fight against the Knights Immortal and the Atlantis Guild. While the majority of the Orc army loots and burns everything they find, it's up to Thunder to ensure that Kzar Nabar's plans to conquer Prieska succeed!

VS



Knights Immortal

Lord Dragoneye, Magestone Knight

Armed with centuries of battle training and a suit of newly forged Technomantic machine-armor, Lord Dragoneye stands against the strength of the Orc Raider tide, ready to defend Prieska from the advancing army. With Atlantis' armies poised to conquer the Rebel province of Khamsin, it is up to Lord Dragoneye and his army to destroy the Orc invaders!

The Story:

Scenario #3: Running the Gauntlet

Lord Dragoneye, Magestone Knight

Looking down from the high walls surrounding the Prieskan capital of Alrisar, Lord Dragoneye gazed upon the Orc army and despaired. Driven by hunger, a need for treasure, and the cruel whips of the Orc Raiders' Taskmasters, the Orc army had covered leagues of territory far more quickly than either the High Elf or Alrisar's defenders had ever expected. Now, the first waves of the Orc army were within an hour's march of the capital city, and were systematically wiping out and plundering every village within a day's ride of their main column. Whole communities were being destroyed, and there wasn't anything that Lord Dragoneye or the Prieskans could do about it.

Although General Russo, the Atlantean commander in charge of defending Alrisar, had chosen a sound strategy—to lure the Orcs to the capital rather than fight in a series of undecisive and possibly losing battles—there was no way he ever could have expected the Orcs to wield black powder weapons. Lord Dragoneye knew that the odds were against them, and that the combination

of Orc ferocity and Dwarf-forged weapons might be too much for the people of Alrisar to withstand. But the melding of High Elven sorcery and Atlantean Technomancy should be enough to turn the tide of any battle, and if the Orc leader was stupid enough to show his face here, Lord Dragoneye would be there to thrust a sword through it.

Thunder, Orc Blaster

Surrounded by a thousand Orc troops sitting under the open sun, Thunder gazed at the distant walls of Alrisar, then down upon the complicated Solonavi map in his lap. His master, Kzar Nabar, leader of the Orc horde, had said that there was a secret way into the city. While Thunder understood most of it, especially about sneaking in through the old drainage tunnels that used to channel waste into the bay below the city, he didn't really understand what he was supposed to do once he got inside.

At one point on the map, it merely said "meet with friends." At another point, it said simply "light barrel." He knew that setting fire to a powder barrel's wick would eventually make it explode, like the goblin bombs the chaos mages fabricated from fermented Ankhar dung. But of all the words on the page, written in the crude Orc language, the last one worried him the most. In the middle of one of most complex sections of the maze of corridors and chambers, the word "barracks" was written in red letters, indicating great danger. Thunder looked up at the city and shivered, and wondered how long it would be before he started his mission.

Background

As the Orc Raiders lay siege to the Prieskan capital city, Kzar Nabar sends an elite squad of Heroes on a secret mission to sabotage the Atlantis Guild defenders. If the Orc Raiders team can get its saboteur squad through the Atlantis Guild barracks, they can blow up their golem laboratories, virtually guaranteeing the fall of Alrisar to the Orc Raiders horde.

Objective

The Orc Raiders want to get a saboteur through the Atlantis Guild barracks. The Atlantis Guild wants to stop the Orc Raiders saboteur squad.

Army Size

Two-player game, with each player fielding a 100-point Heroic team. In addition to its 100-point Heroic team, the Orc Raiders player also includes one or more figures from the Orc Raider faction totaling no more than 50 points, for a total army worth up to 150 points. These additional points represent the members of the Orc Raiders saboteur squad.

Dungeons Mage Spawn Pool

Both players contribute to a Mage Spawn pool as normal. No Mage Spawn may be worth more than 50 points. All figures in the Mage Spawn pool must be members of the Atlantis Guild faction.

Rule Set

Mage Knight: Dungeons

Time Limit

50 minutes

Preparing the Battlefield

1. Use normal **Mage Knight Dungeons** set-up rules, with the following exceptions:
 1. The Atlantis Guild player chooses the entrance and exit for the Orc Raiders player.
 2. The Atlantis Guild player enters at the Orc Raiders player's exit.
 3. The Atlantis Guild player does not have an exit.
 4. The Orc Raiders player is Player 1.
2. Players set up the map using their own tiles, or use the color maps inside **Dungeons Starter Sets**.
3. Use treasure chests and wandering monster tokens normally.

Special Rules

1. The Orc Raiders saboteur squad counts as a single Hero for purposes of the number of actions the Orc Raiders player receives. The Orc Raiders player may not assign actions to Mage Spawn, but may move wandering monster tokens.
2. The Atlantis Guild player gets and assigns actions as normal, except that he or she may not disarm or open treasure chests.
3. The Atlantis Guild player's figures do not convert wandering monster tokens. The Atlantis Guild player does not receive additional actions from the Atlantis Guild Mage Spawn; he or she receives only one action per Hero on his or her team.

Victory Conditions

If any member of the Orc Raiders saboteur squad makes it out of the dungeon alive, the Orc Raiders player wins. If not, the Atlantis Guild player wins.